

# Ocean Quest

You have recently come into a considerable amount of money and decide to buy yourself a ship.  
Your money gets you 200 gold doubloons, so spend it wisely. Do not forget to name your ship and pick a career.

## Ship Types



**Sloop -20**  
Small, 15m long  
Can go anywhere.  
Smallest cargo capacity.  
Max 4 guns.  
Max 8 crew.



**Brigantine -40**  
Medium, 30m long.  
Fastest Speed.  
Double-decked.  
Large cargo hold.  
Max 20 guns.  
Max 80 crew.



**Frigate -60**  
Medium, 40m long.  
Best manoeuvrability.  
Double-decked.  
Can have both sail types.  
Can have bow guns.  
Max 40 guns.  
Max 100 crew.



**Galleon -80**  
Large, 60m long.  
Tri-decked, slow ships.  
Biggest cargo hold.  
Max 80 guns.  
Max 200 crew.



**Mestari Laiva -100**  
Medium, 35m long.  
Cold-proof, Icebreaker  
Double-decked, 50% off Cells.  
Thick Ironwood Hull.  
Max 30 guns.  
Max 80 crew.

## Galleys



**Cheap Galley -Free**  
Basic galley (kitchen).  
Cannot stop scurvey.  
Will feed crew a bland diet.



**Good Galley -5**  
Best galley, full supply variety.  
Can make good meals.  
Will feed crew a tasty diet.

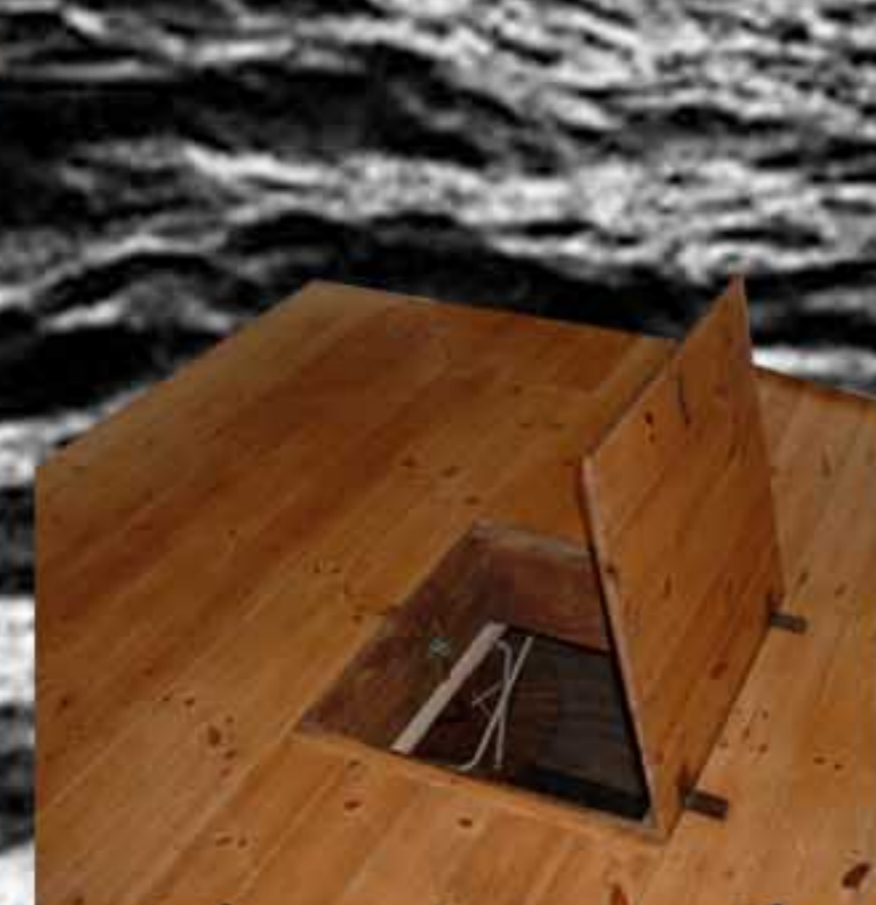
## Compartments



**False-Bottom Chest -2**  
Movable,  
Small capacity.



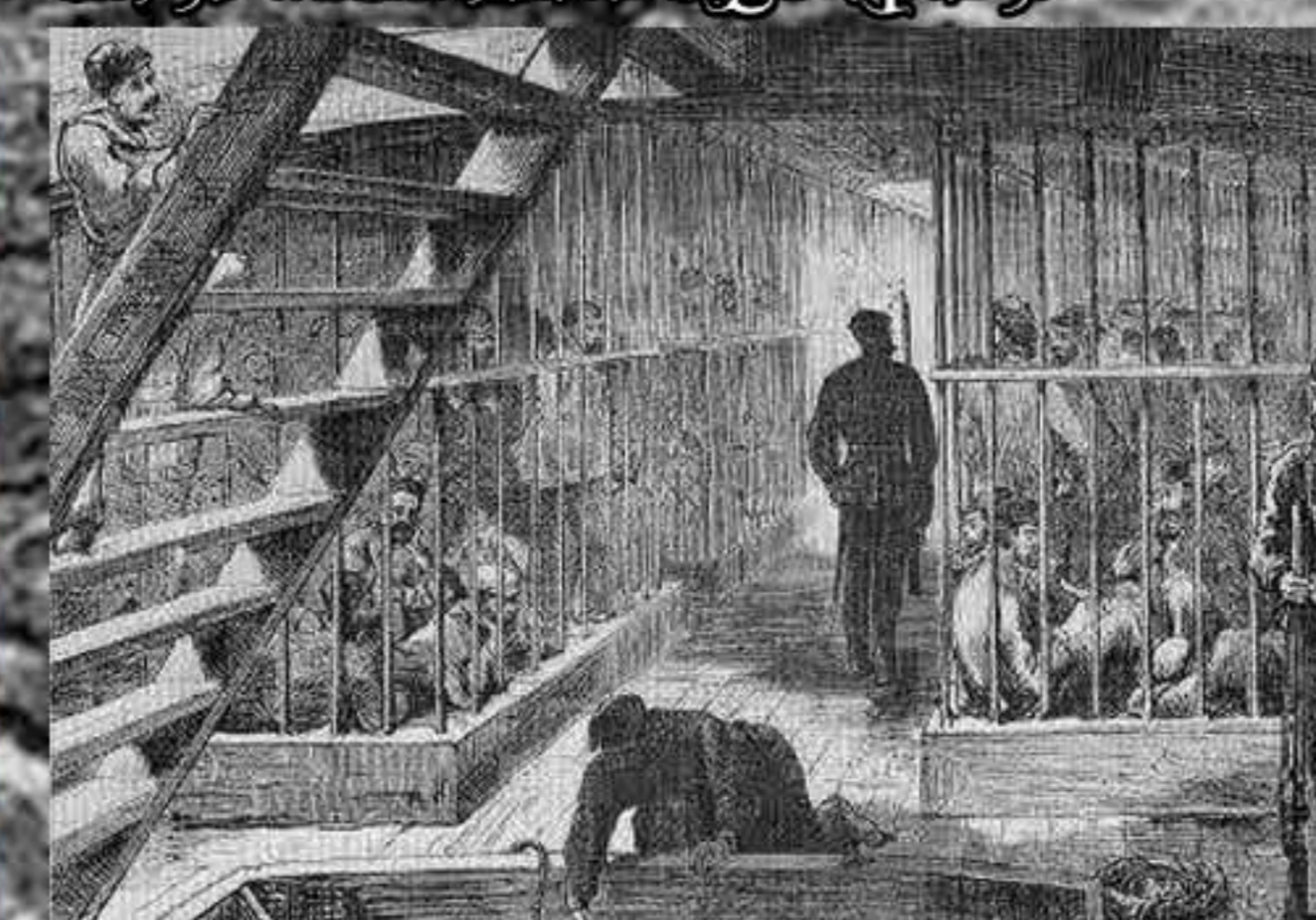
**Secret Drawer -1**  
Small capacity.



**Trapdoor -6**  
Very large.  
Can hide large objects.  
Sloop cannot take this.



**Luxury Cabins -8**  
Take high-paying passengers.  
Converts 50% of 1 deck.  
Pirates cannot take this option.  
Requires Good Galley.



**Cells - 10**  
Holds convicts and slaves.  
Converts 50% of 1 deck's space.



**Guns -Free**  
Standard option.



**Extra Cargo Space -5**  
Converts 50% of 1 deck's space.  
Gives additional cargo space.



**Bunks (15) - 1st Free, -1**



**Hammocks (10) -2**



**Private Quarters (2) -5**



**Captains Quarters -10**  
Max 1.  
Sloop cannot take this.

## Propulsion



**Oars -3**  
Best reliability, Optional



**Triangular Sails -5**  
Best Manoeuvrability.  
Average Speed.



**Square Sails -6**  
Best Speed  
Bad Manoeuvrability.  
Sloops cannot take this.



**Mestari Sails -16**  
Great Speed.  
Great Manoeuvrability  
Inspires Fear

## Deck Options

Sloop Cannot Take These, Can be taken repeatedly.

## Armaments



**Ball - Free**



**Bomb -5**



**Grapeshot -8**



**Chain shot -5**  
Cuts masts



**Harpoon -8**  
Allows whaling



**Furnace -10**  
Heats cannonballs.  
Sloop cannot take this



**Cheap Cannon (20) -5**  
Crude & inaccurate.  
Can use junk as grapeshot.  
2 to man.



**Carronade (5) -15**  
Short range & thick barrels.  
Best with bomb and grapeshot  
3 to man.



**Cannon (10) -10**  
Average range, damage and reload speed.  
Takes 2-3 to man.



**Breechloading Gun (1) -15**  
Most advanced gun.  
Faster to reload.  
Takes 1-2 to man.

## Rowboats



**Large Rowboat -7**  
Max 7 crew.  
Has oars and mooring rope.  
Can hold cargo.  
Sloop cannot take this.



**Small Rowboat -3**  
Max 3 crew.  
Easiest to use.  
Has oars and mooring rope.  
Can hold cargo.

## Crow's Nests



**Masthead Nest -Free**  
Highest Nest.  
Smallest Nest size.  
Max 1 crew.



**Forward -2**  
Set at the bow of the ship.  
Comes with additional sail.  
Smallest nest size.  
Max 1 crew.



**Mestari -2**  
Max 3 crew.  
Medium-sized-nest.



**Round -3**  
Max 6 crew.  
Biggest Nest.  
Most open.

# Ocean Quest

Your 200 gold doubloons must also purchase your crew.

## First Officer, First Mate

Second-in-command to the Captain. Gives orders and keeps the ship in good condition. They report to the Captain, and make sure the ship is in good order.



**Pedro -5**  
Patient  
Speaks Castiellan  
Loyal  
Pirate Only



**Mad Jack -3**  
Skilled Fighter  
Inspires Fear  
Legitimately Mad  
Pirate Only



**Isabella -8**  
Inspires Loyalty  
Knows Caves  
Speaks Castiellan  
Devoted, DTF  
Likes The Captain



**Lilja -8**  
Inspires Fear  
Rarely Talks  
Speaks Mestari  
Disdain of Non-Mestari  
Assertive, DTF, Yandere  
Privateer & Pirate



**Samuel -5**  
Lighthearted  
Loyal  
Fatherly  
Womaniser



**Grace -8**  
Skilled Fighter  
Alcoholic  
Tsendere, DTF  
Likes The Captain



**Eduardo -6**  
Speaks Castiellan  
Charismatic  
Man's Man  
Tactician  
Well-connected  
Privateer Only



**Cortez -5**  
Speaks Castiellan  
Aggressive Tactics  
Womaniser  
Loyal to Castiella  
Privateer Only



**Elisabeth -1**  
Skilled Marksman  
Loyal to Navy  
DTF if Loyal to Navy  
Likes The Captain  
Navy Only



**Edward -2**  
Skilled Tactician  
Experienced  
Inspires Loyalty  
Loyal to Navy  
Navy Only

## Companion

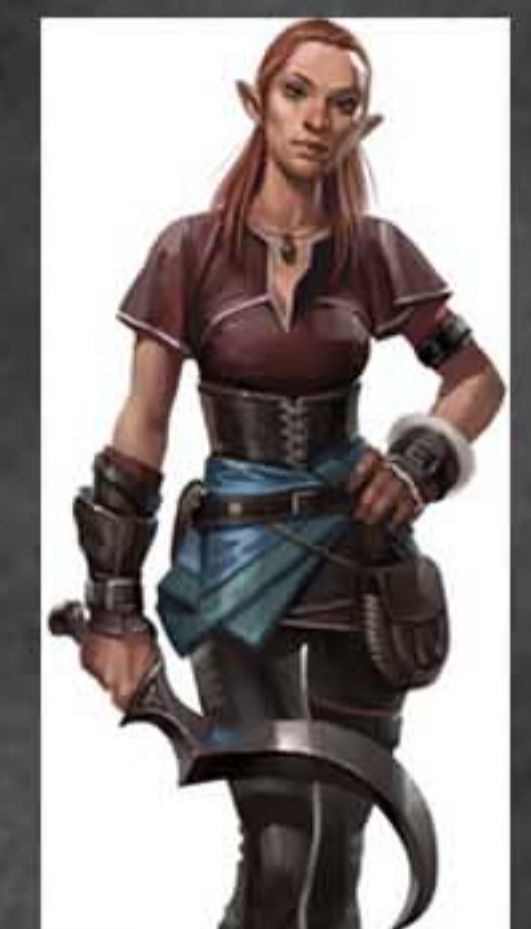
Optional: Someone from your old life, a close friend.



**Adelita -4**  
Castiellan  
Possessive of You, DTF  
Good Gunfighter  
Pirate Only



**Skinny Pete -5**  
Albian  
Womaniser  
Beer Cargo Option



**Aliina -6**  
Mestari  
Speaks Mestari  
Tsendere, DTF  
Privateer & Pirate



**Kaarina -6**  
Mestari  
Speaks Mestari  
Merchant  
Has Connections  
Naive, DTF  
Privateer Only



**Helen -8**  
Albian  
Navy Sharpshooter  
First Mate  
Strong Womaniser  
Privateer & Navy



**Albert -8**  
Albian  
Navy Officer  
First Mate  
By The Book  
Skilled vs Pirates  
Navy Only



**Apis -3**  
Owes Life Debt  
Very Strong  
Smuggler  
Disciplined



**Hector -6**  
Loyal & Honest  
Connected  
Disciplined  
Pirate Only



**Miguel -6**  
Skilled Fighter  
Loyal, Jovial  
Man's Man  
Speaks Castiellan



**Antonio -8**  
Skilled Fighter  
Experienced  
Womaniser  
Speaks Castiellan  
Privateer Only



**Phillip -2**  
Disciplined  
Experienced  
Raises Morale  
Navy Only



**David -2**  
Disciplined  
Experienced  
Inspires Courage  
Navy Only

## Quartermaster

The crew-appointed second-in-command. Handles loot, crew and discipline.

## Master Gunner

The crew member in charge of the cannons.

## Navigator

Charts Courses, Keeps Track Of Location



**Jane -4**  
Inexperienced  
Lucky, Intuitive  
Inspires Crew Morale  
Loyal, DTF  
Pirate Only



**Hulta -8**  
Skilled, Has Connections  
Knows Cove Locations  
Speaks Mestari  
Disdain of Non-Mestari  
DTF Captain  
Privateer & Pirate



**Adren -5**  
Experienced  
Good-Natured  
Man's Man  
Speaks Mestari  
Dislikes Cruelty



**Victor -6**  
Navy-Trained  
Advanced Tools  
Reads Weather  
Man's Man  
Privateer & Navy



**William -6**  
Talented & Skilled  
Navy Tools  
Man's Man  
Privateer & Navy



**James -2**  
Extensively Travelled  
Chartmaker  
Navy Only



**Gunther -5**  
Fearless, Brutal  
Pirate Only



**Michael -4**  
Honest  
Womaniser  
Privateer & Pirate



**Diego -5**  
Experienced  
Loyal, Womaniser  
Speaks Castiellan



**Armando -8**  
Disciplined  
Experienced  
Privateer Only



**Charles -3**  
Disciplined  
Experienced  
Well-connected  
Navy Only



**Robert -2**  
Partially Deaf  
Experienced  
Inspires Courage  
Navy Only

## Cook, Chef

Makes Meals, In Charge Of Foodstocks

## Slavemaster

Needed for Slave Crews. Sloops do not have Slaves.



**Seydu -4**  
Incredible Cruelty  
Inspires Fear  
Never Shows Face  
Brutal Fighter  
Shows No Mercy  
Pirate Only



**Aleksej -5**  
Inspires Fear  
Speaks Mestari  
Dislikes Non-Mestari  
Skilled Slayer  
Privateer & Pirate



**Aliija -5**  
Speaks Mestari  
Inspires Fear, Strong  
Dislikes Non-Mestari  
Womaniser  
Privateer & Pirate



**Tortuga -5**  
Speaks Castiellan  
Breaks New Slaves  
Experienced  
Well-connected  
Privateer Only



**Sirhan -6**  
Rarely Speaks  
Inspires Dread  
Alchemist  
Well-connected  
Needs Private Room  
Privateer Only



**Drunk John -4**  
Alcoholic  
Uses Alcohol In Meals  
Has Pet Chicken  
Dirty, Not Clean  
Can Do Basic Surgery  
Pirate Only



**Elsie -4**  
Has Voodoo Magic  
Healing Magic  
Exotic Cook, DTF  
Predicts Weather  
Non-Navy



**Sarah -4**  
Tavern Cook  
Creative, Naive  
Will Love You, DTF  
Leaves If Cheated On



**Penelope -10**  
Skilled Cook  
Has herbs & spices  
Motherly  
Has Voodoo Magic



**Adam -6**  
Has a Cookbook  
Decent Chef  
Has Medical Skills  
School Educated  
Privateer & Navy

## Carpenter

Responsible for repairing the ship, crates and barrels.



**Kalevi -6**  
Mestari Tools  
Joinery Skills  
Professional Quality  
Man's Man



**Angus -4**  
Efficient  
Cooper Skills



**Jacob -5**  
Experienced  
Jack-Of-All-Trades  
Fatherly  
Likes Penelope



**Brigid -2**  
Jack-Of-All-Trades  
Navy Journeyman  
Womaniser  
Navy Only

## Crew

All Ships beside sloops require Able-Bodied Sailors. Sailors perform all common duties on a Ship.



**Lazy Crew -1**  
Unskilled Alcohols  
Require Discipline  
Pirate Only



**Pirate Crew -6**  
Cutthroats  
Loyal To Loot  
Pirate Only



**Slave Crew -1**  
Require Slavemaster  
Require Discipline



**Contract Crew -6**  
Skilled, Loyal  
Good Fighters  
Require Hammocks



**Mestari Crew -10**  
Skilled, Fast & Efficient  
Take Slaves  
Privateer & Pirate



**Navy Crew -1**  
Disciplined, Skilled  
Combat Trained  
Navy Only

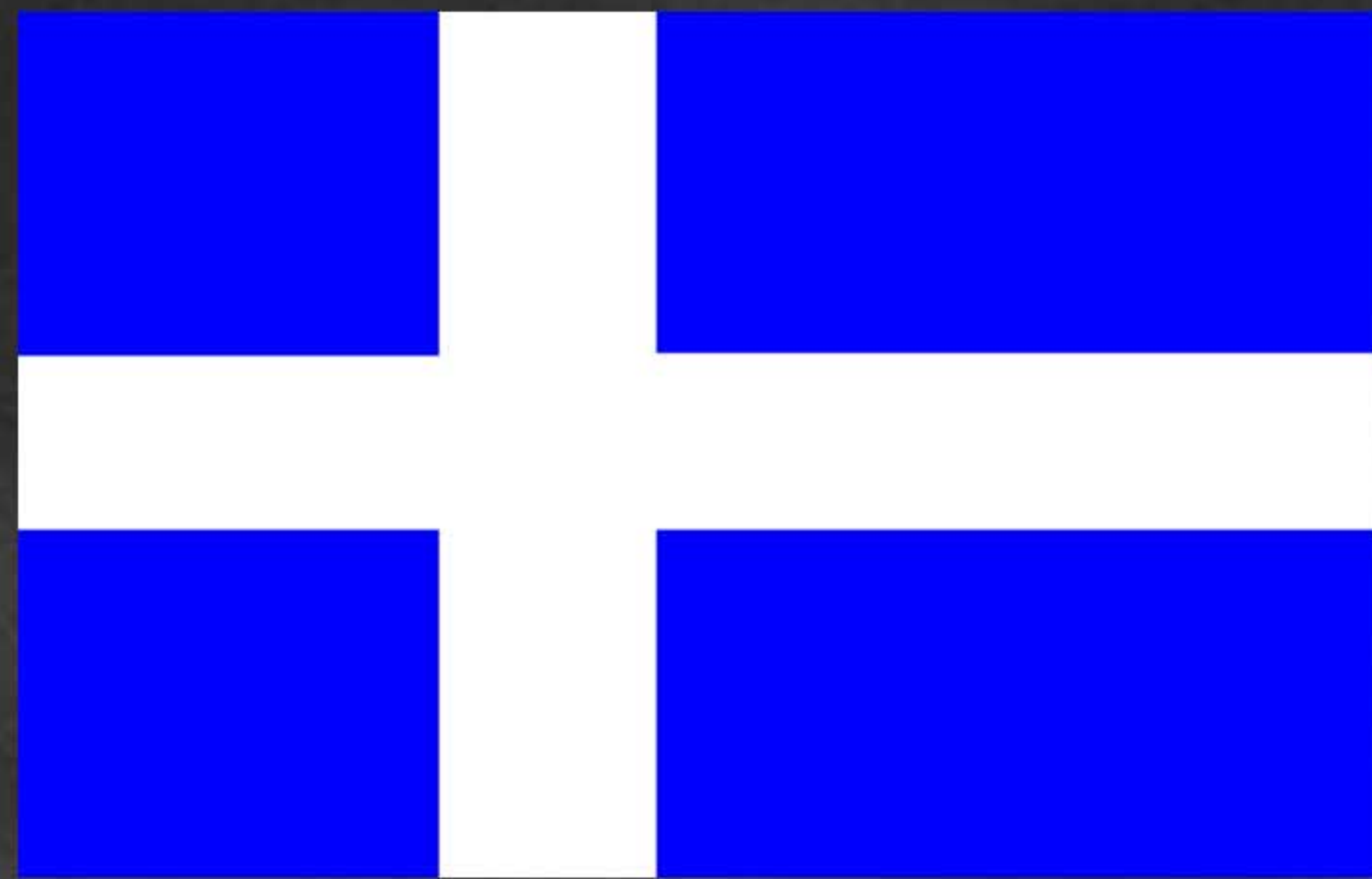
# Ocean Quest

Your newfound wealth is making waves among the factions in power. They have offered you positions in their ranks. The offer is yours to accept or decline.



## Pirates

An unaffiliated with any political group, pirates are free of any central leadership; the Captain is king of his ship. Pirates are slayers, traffickers, looters and thieves, they prey upon merchant ships for their precious booty. Following no strict code or ruleset, pirates are the choice for those wishing absolute freedom. If they Navy catches a pirate, the penalty is death.



## Mestari

The Mestari the long-lived, pointed-eared residents of the North. Mestar is the capital of slavery, and the hub for slavers. They look down at those they call Alempi, or Lower: often ignoring them or insulting them. They view them as inferior. Having a native Mestari in your crew is essential for business, and safety. You may be this native. Mestari are proficient slayers and pirates, and most Southerners avoid them, lest they be enslaved. Joining the Mestari grants a 50% discount on all Mestari crew and ship parts. A tattoo is required for non-Mestari.



## Privateer

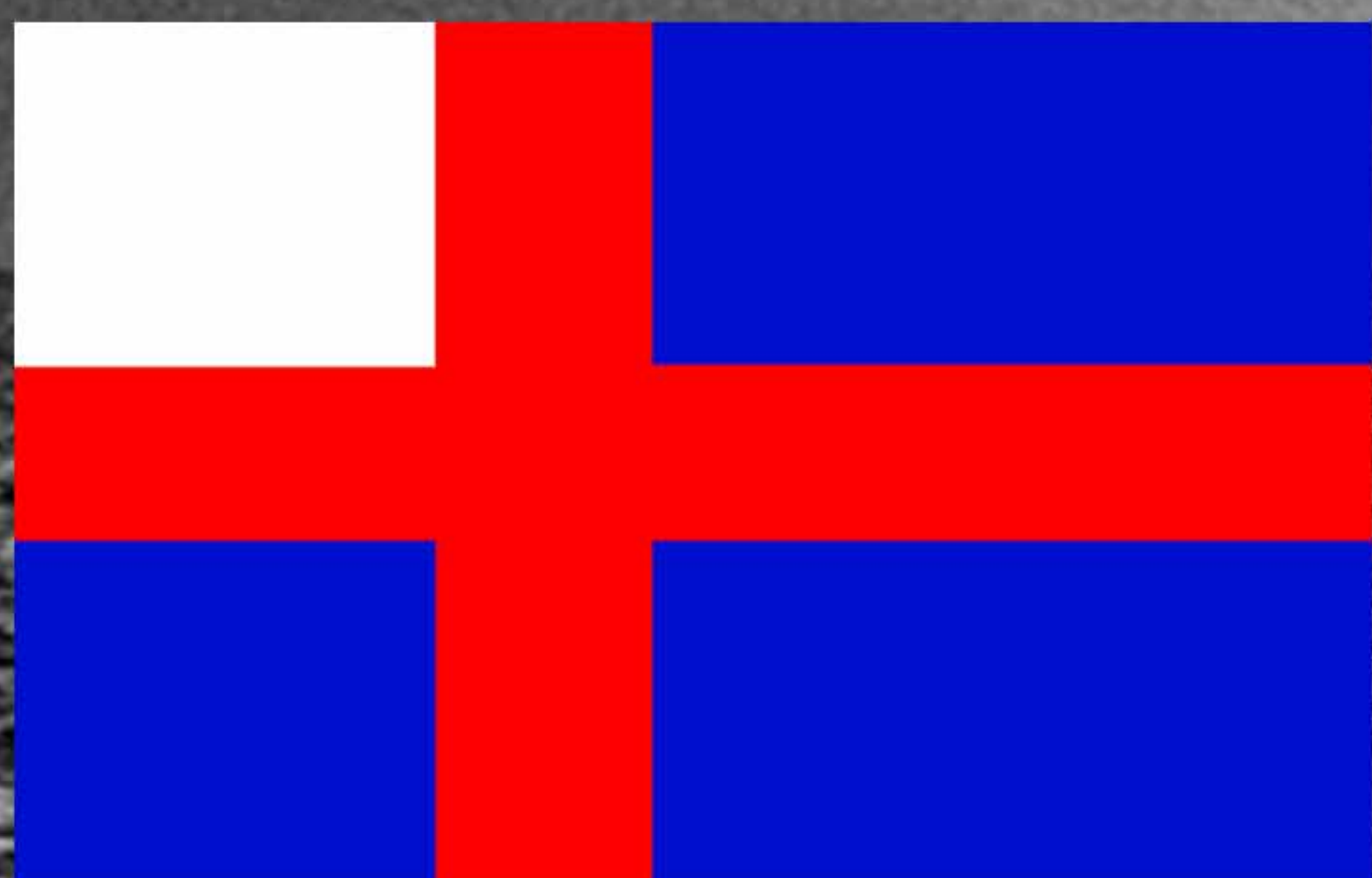
Privateers are native to Castiella, though they can and will come from all nations touching the sea. The native tongue is Castiellan. Castiella almost exclusively speaks the native tongue, and a speaker will be handy. It could be you. Castiellan Privateers work for the Crown, and loot, capture and prey upon ships outside of Castiellan waters. The Crown takes a cut of your profits, as per the Privateer Charter.



## Merchant's Guild -10

Merchants are the lifeline of many nations touching the sea, their cargo feeding whole populations and their goods define fashion. An induction into the Merchant's Guild of Alemannia carries with it some weight, merchants carry the authority of the Guild. Inductions cost 10 doubloons. Merchants carry important goods, and thus are the target of marauding ships, for this dangerous work they are well paid. If Kaarina is your Companion, your standing with the Guild is raised and the cost of entry removed.

Merchants and Privateers share ship and crew options, so read \*Privateer\* as \*Privateer and Merchant\*.



## Royal Albion Navy +25

The Royal Albion Navy is the largest naval force touching the sea, and word of your sailing ability has reached the Admirals. A commission as an officer of the Navy is yours to accept or decline. Accepting will mean becoming Captain of your own Navy vessel, enforcing Albion law and defending Merchants. Commissions also come with a 25-doubloon advance for further outfitting of your vessel with equipment befitting a Navy ship. Crimes are considered serious court-martialable offences, as are bribes.

Western Mestar

Eastern Mestar

Alemannia

Albion

Castiella

Orjus

Handelburg

Kingston

Felicidad

